

XBOX

#1
SELLING
PRO BASEBALL
FRANCHISE

EA
SPORTS
MVP
BASEBALL™
2004

NEW FOR THE 2004 SEASON

EVERYONE
E
CONTENT RATED BY
ESRB



ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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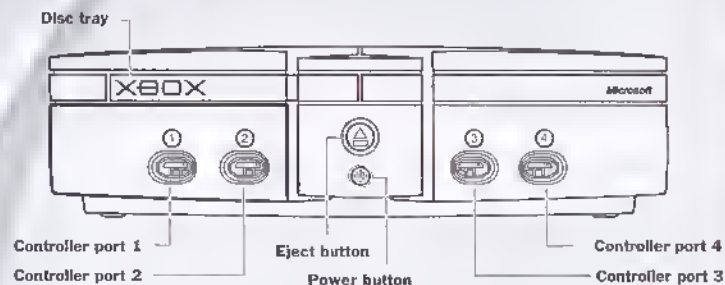
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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USING THE XBOX™ VIDEO GAME SYSTEM



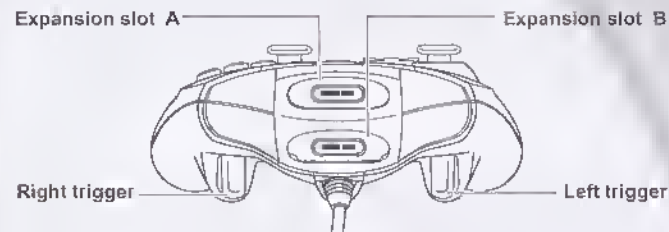
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *MVP Baseball™ 2004* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *MVP Baseball 2004*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- ❖ Insert only Xbox-compatible discs into the disc drive.
- ❖ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ❖ Do not leave a disc in the Xbox console for extended periods when not in use.
- ❖ Do not move the Xbox console while the power is on and a disc is inserted.
- ❖ Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *MVP Baseball 2004*.

BASIC CONTROLS

Lace up your cleats, grab your glove, and check out these basic controls: it's game time.

❖ These are just the basics. For a complete list of controls, > *Complete Controls* on p. 5.

PITCHING

| | |
|-----------------------|--|
| Choose pitch location | L |
| Throw a pitch | A , B , Y , X , or L (hold, release at the end of the pitch meter, then press again in the green accuracy zone at beginning of pitch meter) |

BATTING

| | |
|----------------|--|
| Swing | A |
| Square to Bunt | Click and hold R (release to pull back) |

BASERUNNING

| | |
|-------------------------------|--|
| Control runner at 1st/2nd/3rd | B / Y / X |
| Steal/Choose base destination | + (toward base) |
| Advance/retreat all runners | L / R |
| Slide | > <i>EA SPORTS™ Big Play Control</i> on p. 8 |

FIELDING

| | |
|---------------------------|--|
| Move fielder | L |
| Throw to 1st/2nd/3rd/Home | B / Y / X / A (press and hold to power up, release to throw) |
| Change Fielder | L |

COMPLETE CONTROLS



It's easy to jump into *MVP Baseball 2004* and play like a pro. Here's all you need to know to start your Major League Baseball™ career.

❖ To really master your skills on the diamond, check out the In-game tutorial (via the Main menu).

OFFENSE

With the new EA SPORTS™ Pure Swing System, you have more control to slap a single the other way, drill an extra-base hit down the line, or blast a hanging curve into the bleachers.

BATTING

| | |
|----------------|--|
| Swing | A |
| Square to Bunt | Click and hold R (release to pull back) |

❖ The strike zone is divided into nine colored squares. Red squares mark the batter's hot zones. Blue squares are the batter's cold zones. Clear squares are neutral for the batter.

EA SPORTS™ PURE SWING SYSTEM

Take unprecedented control at the plate by moving **L** during your swing.

❖ The results of your swing depend on your timing, the location of the pitch, and the direction you move **L**.

❖ For the best results, move **L** towards the location of the pitch.

➔ To hit the ball in the air, move **L** while swinging. This increases the chances of hitting a fly ball, but also increases your chances of missing the ball if the pitch isn't up in the zone.

➔ To hit the ball on the ground, move **L** while swinging. Keep in mind that high pitches are very difficult to hit on the ground.

➔ To hit the ball to the left, move **L** while swinging. For the best results, use this when the pitch is coming in on the left side of the plate.

➔ To hit the ball to the right, move **L** while swinging. For the best results, use this when the pitch is coming in on the right side of the plate.

BASERUNNING

| | |
|-------------------------------|---|
| Control runner at 1st/2nd/3rd | B / Y / X |
| Steal/Choose base destination | ⬆ (press towards base you are trying to steal) ⬅ (stops selected runner) ⬇ (stops all runners) |
| Slide | R (> EA SPORTS™ Big Play Control on p. 8) |
| Retreat runner | ⬆ (press towards base you want to return to) |
| Advance/retreat all runners | L / R |
| Increase/decrease leadoff | R ⬆ (increase all leadoffs); R ⬇ (decrease all leadoffs); R ⬅ (increase lead of highlighted runner); R ⬇ (decrease lead of highlighted runner) |

NOTE: If you do not select a runner, your baserunning command defaults to the lead baserunner.

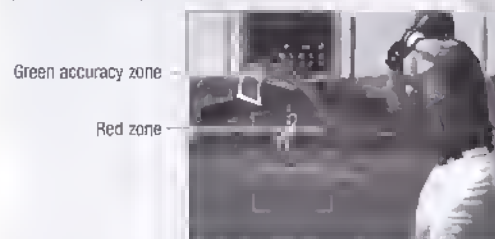
➔ To steal, press **B**, **Y**, or **X** to select your runner, then press **⬆** to select the base to steal.

DEFENSE

PITCHING

| | |
|--|---|
| Choose pitch location | L |
| Throw a pitch | A , B , Y , X , or ⬇ |
| Pickoff attempt | L + B , Y , or X |
| Pitchout | L + A |
| Intentionally hit the batter | L + ⬆ (click) |
| Choose infield/outfield alignment (before pitch) | R + ⬆ |
| View pitch history to toggle all balls | L (click and hold) + L (pull) or R (pull) |
| View Bullpen/Dugout menu | ⬅ (press and hold) + ⬆ ⬇ (toggle between bullpens and dugouts) |

PITCH METER



TO THROW A PITCH:

1. Press and hold the button that corresponds to the pitch you want to throw. The bar inside the pitch meter begins moving.
 2. Release the pitch button when the bar reaches the end of the pitch meter. The closer your release point is to the end of the meter, the more effective the pitch is.
 3. Press the pitch button again when the bar is within the green accuracy zone near the beginning of the pitch cycle to determine the pitch's accuracy.
- ❖ The effect of a bad pitch depends on the type of pitch. For example, ineffective fastballs are slower than normal, and less effective breaking pitches are flatter.
 - ❖ If a pitcher misses the green accuracy zone by a considerable amount, an indicator (red for hot zone, blue for cold zone, yellow for ball, white for neutral) appears to tip off the batter to the location of the pitch.

PITCH SELECTION

Your pitcher's pitch selection appears on-screen. Not all pitchers have the same arsenal of pitches. A pitcher's four-seam fastball is always assigned to **A**. The remaining pitches are assigned to **B**, **Y**, **X**, and **⬇** (though not all pitchers have five pitches).

FIELDING

Your first of many Gold Gloves awaits.

| | |
|--------------------------------------|--|
| Move fielder | L |
| Change fielders | L |
| EA SPORTS™ Big Play Control (> p. 8) | R |
| Throw to home, 1st, 2nd, and 3rd | A , B , Y , and X (press and hold to power up, release to throw) |
| Throw to the cut-off man | R (pull and hold) |

- ❖ If you power up the throw into the red zone, you throw harder, but less accurately, which could result in an error.
- ❖ If you select to throw to either a base or the cut-off man before the ball arrives, the fielder begins his throw immediately upon receiving the ball.

NOTE: The CPU automatically adjusts your defensive alignment based on the situation. However, you can override this by choosing the infield and outfield alignments yourself.



EA SPORTS™ BIG PLAY CONTROL

Using the all-new EA SPORTS™ Big Play Control, you can climb the fence to rob home runs, make spectacular diving catches, slide around tags, and more.

FIELDING

- ➡ To dive or stretch for a ball just out of your reach, move **R** ←/→ toward the ball.
- ➡ To climb the wall to snag a would-be home run or jump for a ball over your head, move **R** ↑.
- ➡ To make a sliding catch, move **R** ↓ as the ball approaches.

BASERUNNING

Timing is the key to a perfect slide. Use EA SPORTS™ Big Play Control to create havoc on the base paths.

| | |
|--|--------------|
| Head-first slide | R ↑ |
| Head-first slide to the left/right side of the bag | R ←/→ |
| Pop-up slide | R ↓ |
| Hook slide to the right/left side of the bag | R ↑/↓ |
| Dislodge ball from catcher | R ↑ |

PLAY NOW

Pick your teams and get on the field. In Play Now mode, it's that simple.

TO START A PLAY NOW GAME:

1. Select PLAY NOW from the Main menu. The Select Team screen appears.

SELECT TEAM SCREEN



2. From the Select Team screen, move the controller icon beneath the team (Home or Away) you want to play as.
- ❖ The Select Team screen shows rankings for pitching (baseball icon), batting (bat icon), fielding (glove icon), and speed (shoe icon).
3. Select the teams, choose jerseys, and then select your difficulty setting. That's it. It's game time.

ON THE DIAMOND

Baseball is a game of strategy, so take a good look at the field before making your next move.

GAME SCREEN



PAUSE MENU

To access the Pause menu, press **△**.



MINOR LEAGUES

For the first time ever, you can play as any AA or AAA team. The following list shows each Major League Baseball™ team and their minor league affiliates.

| TEAM | AAA AFFILIATE (ABBREVIATION) | AA AFFILIATE (ABBREVIATION) |
|-----------------------------|--|--------------------------------|
| Anaheim Angels (ANA) | Salt Lake Stingers (SL) | Arkansas Travelers (ARK) |
| Arizona Diamondbacks (ARI) | Tucson Sidewinders (TUC) | El Paso Diablos (EP) |
| Atlanta Braves (ATL) | Richmond Braves (RIC) | Greenville Braves (GRE) |
| Baltimore Orioles (BAL) | Ottawa Lynx (OTT) | Bowie Baysox (BOW) |
| Boston Red Sox (BOS) | Pawtucket Red Sox (PAW) | Portland Sea Dogs (PSD) |
| Chicago Cubs (CHC) | Iowa Cubs (IOW) | West Tenn Diamond Jaxx (WT) |
| Chicago White Sox (CWS) | Charlotte Knights (CHA) | Birmingham Barons (BIR) |
| Cincinnati Reds (CIN) | Louisville Bats (LOU) | Chattanooga Lookouts (CHT) |
| Cleveland Indians (CLE) | Buffalo Bisons (BUF) | Akron Aeros (AKR) |
| Colorado Rockies (COL) | Colorado Springs Sky Sox (CS) | Tulsa Drillers (TUL) |
| Detroit Tigers (DET) | Toledo Mud Hens (TOL) | Erie SeaWolves (ERI) |
| Florida Marlins (FLA) | Albuquerque Isotopes (ALB) | Carolina Mudcats (CAR) |
| Houston Astros (HOU) | New Orleans Zephyrs (NO) | Round Rock Express (RR) |
| Kansas City Royals (KC) | Omaha Royals (OMA) | Wichita Wranglers (WIC) |
| Los Angeles Dodgers (LA) | Las Vegas 51s (LV) | Jacksonville Suns (JAX) |
| Milwaukee Brewers (MIL) | Indianapolis Indians (IND) | Huntsville Stars (HUN) |
| Minnesota Twins (MIN) | Rochester Red Wings (ROC) | New Britain Rock Cats (NB) |
| Montreal Expos (MON) | Edmonton Trappers (EDM) | Harrisburg Senators (HAR) |
| New York Mets (NYM) | Norfolk Tides (NOR) | Binghamton Mets (BNG) |
| New York Yankees (NYY) | Columbus Clippers (CLS) | Trenton Thunder (TRE) |
| Oakland Athletics (OAK) | Sacramento River Cats (SAC) | Midland RockHounds (MID) |
| Philadelphia Phillies (PHI) | Scranton/Wilkes-Barre Red Barons (SWB) | Reading Phillies (REA) |
| Pittsburgh Pirates (PIT) | Nashville Sounds (NSH) | Altoona Curve (ALT) |
| San Diego Padres (SD) | Portland Beavers (POR) | Mobile BayBears (MOB) |
| San Francisco Giants (SF) | Fresno Grizzlies (FRE) | Norwich Navigators (NOW) |
| Seattle Mariners (SEA) | Tacoma Rainiers (TAC) | San Antonio Missions (SA) |
| St. Louis Cardinals (STL) | Memphis Redbirds (MEM) | Tennessee Smokies (TEN) |
| Tampa Bay Devil Rays (TB) | Durham Bulls (DUR) | Montgomery Biscuits (MNT) |
| Texas Rangers (TEX) | Oklahoma RedHawks (OKL) | Frisco RoughRiders (FRI) |
| Toronto Blue Jays (TOR) | Syracuse SkyChiefs (SYR) | New Hampshire Fisher Cats (NH) |

OTHER GAME MODES

MVP Baseball 2004 gives you enough game modes to keep you busy all the way from the offseason to the World Series.



EXHIBITION

Set up a one-time game with the rules you want. Every detail is up to you—you're in charge.

NOTE: Set up a game in Exhibition mode like you would a Play Now game. However, Exhibition mode gives you a bit more control over rosters and options.

DYNASTY MODE™

General manager, player, or manager—with Dynasty Mode, you get to be them all. From setting the day-to-day lineup to signing free agents, you control every aspect of your team—from the Major League Baseball™ team all the way through the AAA and AA squads.

DYNASTY MANAGEMENT

The Dynasty Management screen is your hub to build your team into a contender. After you select a team and set your options, Season 1 begins.

DYNASTY MANAGEMENT SCREEN

Read messages from players, staff, and media

➤ Team Management on p. 12

Check out your upcoming games

Keep up on standings, statistics, and league news

Review your team goats

➤ Saving and Loading on p. 16

Advance to next day on the schedule

Change the display between: today's opponents, your next three games, team budget, and division standings

TEAM MANAGEMENT

Conduct trades and tinker with the lineup to bring together and maintain a quality squad.

TRANSACTIONS Trade players and sign free agents.

ROSTERS Adjust your team roster, see who's on the disabled list, create a player, and more.

PAYROLL Review your current players' contracts. Exclamation marks appear next to players who are in the final year of their contract.

❖ Your Budget, payroll, and points in the bank are at the bottom of the screen. Decrease payroll and add points to the bank by releasing players. You are penalized if you release a player who is still under contract.

TO OFFER A PLAYER A NEW CONTRACT:

1. Select a player from the Payroll screen. The Player Contract screen appears.
 2. View the terms that the player is asking, then adjust the Points and Term as you see fit.
 3. Select Make Offer or Release Player. If you make an offer, the player either rejects or accepts your offer.
- ❖ If your offer is rejected, you may make another one, as long as the player has not refused to negotiate with you.

NOTE: Every time you achieve a goal, you increase your manager rating, which gives you the opportunity to receive a contract extension with your current team if they are happy with your performance. You can also receive contract offers with other teams down the road.

OFF-SEASON

The off-season is your chance to improve your roster by resigning your players, courting free agents, and drafting new talent.

❖ Spring training marks the end of the off-season. Use this opportunity to try out your new players and set your opening day lineup.

HOME RUN SHOWDOWN

Bust out the serious lumber and aim for the bleachers. The first player to reach the target distance wins.

➔ To start a Home Run Showdown, set up the game like you would for an Exhibition game (➤ p. 11), choose the target distance for the showdown, and then start swinging.

❖ Fair balls add distance to your total in feet—foul balls subtract from your total. Home runs give you a 100-foot bonus, while strikes subtract 100 feet. Money Balls double the score of any fair ball.

PITCHER SHOWDOWN

It's all about racking up the Ks in the all-new Pitcher Showdown. The first pitcher to reach the point level wins.

➔ To start a Pitcher Showdown, set up the game like you would for an Exhibition game (➤ p. 11), choose a point total for the match-up, and get ready to bring the heat.

❖ You attempt to record 3, 6, or 9 strikeouts—you receive +1 for each strikeout, -1 for each HR allowed, and -1 for each walk.

MANAGER MODE

Sometimes you want to just sit back and manage the action. Manager Mode puts the strategy of the game completely in your hands, while leaving the on-the-field execution to the players.

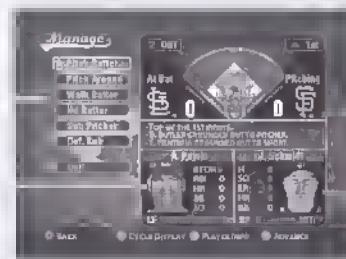
➔ To start a Manager Mode, choose your gameplay options, then proceed like you would for an Exhibition game (➤ p. 11).

NOTE: Manager Mode is a one-player only mode.

MANAGER MODE SCREEN

Management decisions

Current batter



Game status display

Current pitcher

SCENARIO EDITOR

Two outs, bottom of the ninth, bases loaded—instantly throw yourself into any game situation.

➔ To play a certain situation, pick all the details of the match-up, and then proceed like you would in Exhibition mode (➤ p. 11).



MY MVP

My MVP is the home of your EA SPORTS Bio, User Profiles, MVP Rewards, Trophy Room, and your User Stats.

EA SPORTS™ BIO

Your EA SPORTS Bio tracks key accomplishments and time spent playing different titles in the EA SPORTS lineup.

- ❖ The first time you select EA SPORTS Bio from the My MVP screen, you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new gamer level.

NOTE: The EA SPORTS Bio is only saved to the hard disk.

EA SPORTS GAMER LEVELS

You start out as a Level 1 gamer. There are three ways to earn credit toward a promotion to the next level:

- ❖ EA SPORTS titles played
- ❖ Amount of time playing the games
- ❖ Number of games played and completed

NOTE: You earn bonus points for games you win.

ACCOMPLISHMENTS

In each EA SPORTS game, there are accomplishments you can achieve that vary by title. You can view your five Major Accomplishments and your Recent Accomplishments.

USER PROFILES

Don't let all your hard work go to waste. Create up to four User Profiles to keep track of and save your accomplishments, stats, and MVP Points.

- ❖ Create, edit, save, and delete your profiles in the User Profiles screen.

MVP REWARDS

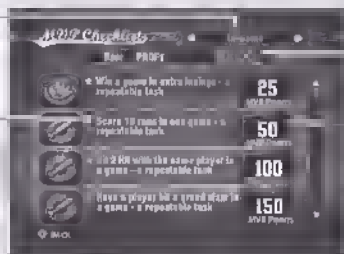
If you want to see Cy Young pitch to Jackie Robinson in the Polo Grounds, this is where you can make it happen. Earn MVP points by completing various tasks, and then use those points to unlock legendary teams and players, retro jerseys, and classic stadiums. **Accumulated MVP points are added to your User Profile, so don't forget to save your profile after completing a task.**

- ❖ Check out the MVP Points Checklist to see what you need to do to earn those MVP points.

MVP POINTS CHECKLIST SCREEN

Game mode you must use to complete task

Description of the task



User Profile and MVP points earned

MVP points up for grabs

OTHER MAIN MENU OPTIONS



You control every detail of the action. Customize rosters, choose your options, and review tutorials.

ROSTER MANAGEMENT

Shift the balance of power in the league or level the playing field by making changes to any team's roster.

- ❖ After selecting ROSTER MANAGEMENT from the Main menu, you can sign or release free agents, trade players, create your own players, and edit player attributes.

OPTIONS

From Audio and Gameplay Options to the songs played from the Jukebox, use the Options menu to truly make *MVP Baseball 2004* your game.

- ❖ Save your Options so they can be loaded anytime you play (➤ p. 16).

MVP TIPS

MVP Baseball 2004 is a deep game, and though it's easy to pick up and play, it takes a lot of practice before you can excel at the All-Star level. MVP Tips teach you everything from the fundamentals to the more advanced features of the game.

- ❖ The tutorial videos cover various aspects of pitching, batting, and fielding.

SAVING AND LOADING

NOTE: Never turn off your Xbox console when loading or saving files.

You can save or load Options, Rosters, User Profiles, and Dynasty Mode seasons.

- ❖ A saved Options file and the last User Profile load automatically at boot-up.
- ❖ An overlay appears notifying you when you've reached your maximum allowable saves. To delete existing saves, select OPTIONS from the Main menu, then select DELETE SAVES and follow the on-screen instructions.

TO SAVE A GAME OR CONFIGURATION:

1. At the Save screen, select a location to save a new file or overwrite an existing one. A pop-up tells you if you have enough free blocks on the hard disk or memory unit (MU) to save the file type. Press **A** to proceed.
2. Enter a name for the saved file. A pop-up window appears when the save is complete.

NOTE: You can only save one set of Options and it can't have a custom save name.

LIMITED 90-DAY WARRANTY



ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mismanagement or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

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If the defect in the Recording Medium or Manual resulted from abuse, mismanagement or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (855) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

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NEED A HINT? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week! In the **US**, dial 900-329-HINT (4468). \$1.99 per minute. In **CANADA**, dial 900-451-4873. \$1.99 (Canadian) per minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

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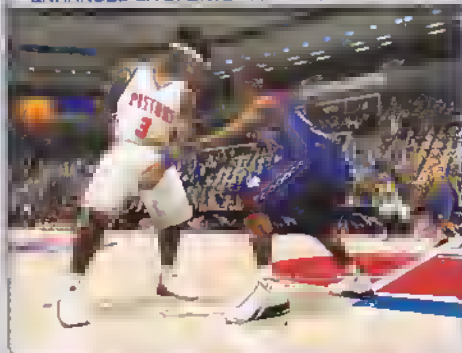


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